

Claims

What is claimed is:

- SUB A1*
1. An amusement device comprising:
- a body;
 - features carried by the body;
 - armor detachably carried by the body and protecting at least a portion of the body;
 - means for powering the device and at least some of the features, said means for powering carried by the body;
 - means for communicating information to the device comprising:
 - means for holding information, said means for holding discrete from the device, and means for receiving information, said means for receiving carried by the body; and
 - a microprocessor operably coupled to the means for powering and means for receiving.
2. A transforming interactive amusement device comprising:
- (a) a body;
 - (b) at least two transport elements moveably connected to the body;
 - (c) at least two arms moveably connected to the body;
 - (d) a motor associated with the body, the motor operably coupled to the at least two transport elements;
 - (e) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;

- (f) a data reader-writer associated with the body, the data reader-writer adapted to receive enhancement data from a data storage device and transmit the enhancement data to the microprocessor, wherein the enhancement data enhances a function of the device;
- (g) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;
- (h) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device; and
- (i) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver; wherein
- (j) the device transforms into at least two different forms.

3. An interactive amusement device comprising:

- (a) a body;
- (b) a launchable element connected to the body;
- (c) a launch mechanism associated with the body, wherein the launch mechanism is operably coupled to the launchable element;
- (d) a motor operably coupled to the launch mechanism, wherein selective actuation of the motor launches the launchable element.

4. The interactive amusement device according to claim 3, further comprising communication means for communicating with a user.

5. A game method using a number of information carrying cards, wherein the game comprises the steps of:

building a "battle" deck comprising a number of the information carrying cards, wherein the information carrying cards carry game and control information; distributing the cards to players; and players using the game information against each other to try to achieve victory over other players.

- Sub A3*
6. The game according to claim 5, wherein the control information carried by the information carrying cards may be used to actuate amusement devices.
7. The game according to claim 6, wherein the amusement devices act according to the control information carried on a card.
8. The game according to claim 7, wherein the amusement devices also act in association with the games being played with the information carrying cards cards.
9. The game according to claim 5, wherein the information carrying cards are collectable.
10. An interactive amusement system capable of a functions and comprising:
- (a) a body;
 - (b) a motor associated with the body;
 - (c) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;
 - (d) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;
 - (e) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device; and

(f) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver.

11. The interactive amusement system according to claim 10, further comprising a data card reader associated with the body, the data card reader adapted to receive data from a data card and transmit the data to the microprocessor, wherein the data provides for changing the functions, the changes being selected from the group consisting of:

- (1) changed number of functions, and
- (2) changed speed of functions.

12. The interactive amusement system according to claim 11, further comprising a card game, wherein the card game is played using a number of the data cards.

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